

The Learning Company®

POKÉMON™

Gotta **MAKE'em all!**



**Make
Your Own:**
Pokémon
Cards,
Stickers,
Key Chains,
Certificates,
Signs,
Tattoos,
and Much
More!

Project Studio™
Blue Version

**Ages
6 and Up**

81 of the 151 Pokémon. Add **Red Version** to Make'em all!





The Learning Company™

POKÉMON™

Gotta *MAKE'em all!*

USER'S MANUAL

Project Studio™ Blue Version

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Getting Started

Welcome to **Pokémon™ Project Studio!**

To use **Pokémon Project Studio** here's what you need:

System Requirements

WINDOWS® CD-ROM*

Windows® 95 or Windows® 98

100MHz Pentium® processor or faster

16MB RAM; 32MB RAM recommended

90MB hard disk space

2X CD-ROM drive or faster

800X600 display; High Color (True Color supported)

Printer support: Works with most popular printers (monochrome and color) supported by Windows.

Modem and Online Service Provider required for the Online Card Project.**

*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

**The user is responsible for all Internet access fees and phone charges.

To Install

1. Begin at the Windows desktop.
 2. Insert the CD-ROM into your CD-ROM drive. The **Pokémon Project Studio** startup window will appear.
 3. Click the **Install** button and follow the on-screen instructions to install the program.
- If the **Pokémon Project Studio** startup window does not appear automatically on screen, you can install the program manually:

1. Click the **Start** button on the taskbar and choose **Run**.
2. Type **D:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
3. Click **OK** and follow the on-screen instructions to install the program.

To Run

1. Begin at the Windows desktop.
2. Click the **Start** button, point to **Programs**, point to **The Learning Company**, point to **Pokémon Project Studio Blue**, and then click **Pokémon Project Studio Blue**.

To Remove

If you need to remove **Pokémon Project Studio**, begin at the Windows desktop. Click the **Start** button, point to **Programs**, point to **The Learning Company**, point to **Pokémon Project Studio Blue**, and then click **Uninstall Pokémon Project Studio**.

Registering Your Software

Don't forget to register your software today! Once you are registered, you will automatically receive:

- ◆ Free technical support (normal phone charges apply)
- ◆ Information on upcoming offers

Registering Electronically

If you have a modem, you can register by e-mail. After installation, a dialog box asks you to register electronically or by mail.

1. If you are registering electronically, click the **Next** button.



2. Follow the instructions that appear.
3. After you enter your information, send your registration toll-free by modem (in the United States and Canada only).

If you don't want to register your program right now, click the **Register Later** button. You can also register electronically at another time. To do this, click the **Start** button, point to **Programs**, point to **The Learning Company**, then **Pokémon Project Studio**, and then click **Register Your Software**.

Registering By Mail

You can also register your software by completing the registration form included in the box.

Getting Started Making a Project in *Pokémon Project Studio*

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Select a New Project is the first screen that you see when using *Pokémon Project Studio*. Click the icon for the project type that you want, and the **Select a Way to Make Your Project** dialog box appears.

Pick a Project

Pokémon Project Studio gives you two ways to create a project:

- ◆ **Customize a ReadyMade project** : A variety of predesigned Pokémon projects you can use as they are or you can customize.
- ◆ **Start from Scratch**: Just select a project type and tell us how you want to do it. You get a blank panel to begin an original project on the Design Desk.

How to Use a ReadyMade Project

On the **Select a New Project** screen, pick the project you'd like to create and the **Select a Way to Make Your Project** screen appears. Here's an example:

1. In the **Select a New Project** screen, click **Greeting Cards**.
2. Click **Customize a ReadyMade Project**, then click **Next** to display the **Select a Project Theme** screen.
3. Select a theme, and click **Next** to select a ReadyMade project.
4. Click a **ReadyMade Project**. If you want to create a matching envelope, select the **Select Matching Projects** check box at the bottom left of the screen.
5. Click **OK** to display the selected project on the Design Desk.

You can now edit the individual graphics to make a Pokémon project of your very own.

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The Types of Projects in Pokémon Project Studio

Greeting Cards: A variety of cards to use for all kinds of occasions.

Signs: A variety of sign projects as well as door hangers, gift wrap, and place mats.

Birthday Kits: A project area where you pick your favorite character to make a Birthday Kit containing a place mat, a place card, a birthday invitation, envelopes, a banner, and gift wrap!



Banners: A variety of banners for all occasions!

Photo Fun: These projects include photo frames and photo album pages designed for you to use with your own photos.

Postcards: Create a postcard to send special announcements.

Calendars: Make a yearly or monthly calendar.

Envelopes: All greeting cards and letterhead come with a matching envelope.

Trading Cards: A variety of projects fall under this category including place cards, character cards, and ID cards.

Stationery: Pick a letterhead or diary page to write or type in your own text.

Crafts: Fun projects you can make yourself including paper airplanes, fortune-tellers, necklaces, tattoos, window decals, masks, and keychains. Crafts that require assembly open with instructions and a list of the materials needed. Additional supplies are needed for the construction of most craft projects. Adult assistance may be required.

Certificates: Create award certificates for all types of great achievements. They are always fun to give to kids, parents, and teachers.

Stickers: Create stickers with characters and text for decorations, addresses, videos, name badges, and whatever else you can think of.

Blank Page: Start from scratch with a blank page project.

Stock Labels and Numbers to Use for Crafts, Stickers, Trading Cards, and Postcard Projects

Avery Dennison makes paper and labels for your printer that are just the right size and type for your projects. Below are the Avery® identification (stock) numbers for each type of paper or label to help you purchase the ones that you need.

Big Round Stickers 3113
character

Small Round Stickers 3112
props

Square Stickers 3111
photo

Rectangle Stickers 3110
return address, name

Clear Decal Sheets 3164
tattoos, window decals

Shrink Sheets 3255
jewelry and keychains

Postcards 3611

Video Cassette labels 5199 (face)

Video Cassette labels 5199 (spine)

Business Cards (laser) 5371

Business Cards (inkjet) 8371
trading cards, place cards, ID cards

Note: You can purchase Avery creative products at a store near you or from the following website: **www.printeverything.com**. If you need more information regarding Avery products, you can call 1-800-GO-AVERY (1-800-462-8379).

Exiting Pokémon Project Studio

When you exit, ***Pokémon Project Studio*** prompts you to save any changes to your open projects, closes any open documents, and then exits the program.

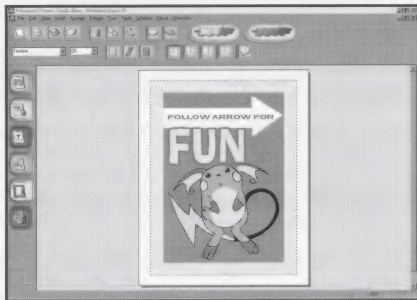
To Exit Pokémon Project Studio:

Click **Exit** on the **File** menu, or click the **Close** box in the upper-right corner of the application window.

How to Work with the Pokémon Object Toolbar at the Design Desk

Pokémon Project Studio offers all the easy-to-use tools you need to make print projects with Pokémon characters. The following directions will show you how to combine text, graphics, and photos to design and create your own unique Pokémon projects.

Pokémon Project Studio provides these types of objects which can be easily selected from



the **Object** toolbar on the left side of the Design Desk:

- ◆ Graphics – A selection of **Pokémon Project Studio** clip art.
- ◆ Headlines – A special text block for typing big, striking-looking text.
- ◆ Text Block – A box that contains the text you type. You can place the text block anywhere on the page. (The box itself is invisible on the printed page.)
- ◆ Background Effects – A selection of Pokémon backdrops or lots of background colors to choose from.
- ◆ Borders/Lines/Frames – A full panel border or photo frame and a variety of lines that you can insert anywhere in your project.
- ◆ Imported Images – A graphic or photo that you obtain from another source, such as a CD-ROM, digital camera, scanner, or the Internet. By clicking the Photo Toolbox button you can import images.



Working with Pokémon Graphics

Pokémon Project Studio contains more than 1,000 graphics that you can choose from to design your projects.

It's easy to insert one of the **Pokémon Project Studio** graphics or one of your photographs into a project. All you have to do is:

1. Click the **Insert Graphic** button on the **Object** toolbar. The **Select a Graphic** dialog box lets you view and select graphics from your favorite Pokémon shows. You can also select a preview size for viewing the selected graphics. Import graphic or photographic files by clicking the Import tab.
2. When you find the graphic you want, click it and then click **OK**, or double-click the graphic. The graphic appears centered in your panel.

See page 14 for information on working with graphic images.

Working with Headlines

Headlines are a special kind of text that you can change in many exciting ways. Headlines can contain up to two lines of text. Use headlines primarily for short, attention-getting statements.

Using a ReadyMade Headline

1. Click the **Insert Headline** button on the **Object** toolbar.
2. Click the ReadyMade headline style of your choice.
3. Type your headline. You can view your selection in the Headline preview area. You can change the font, style, or color in the dialog box as well.
4. Click OK to add your headline to your project.

Text Tools in Pokémon Project Studio

Inserting Text Blocks in Your Project

To insert a text block, click the **Insert Text Block** button on the **Object** toolbar. A text placeholder appears in the center of the project panel. Each time you click the **Insert Text Block** button, you add another text block to the panel.



Adding and Editing Text

After you add a text block to the project, a message prompts you to double-click to open in the text block to start typing. When you are ready to edit what you have typed, double-click to highlight the text. As you type your edits, the highlighted text is replaced with your corrections. While you are entering or editing text, the pointer changes to an I-beam, meaning that you are now ready to enter or edit the actual text. Also, you'll notice that all the tools in the **Text** toolbar become active. If you move the pointer outside the text block, the pointer becomes the arrow pointer, but a blinking text insertion point remains to show you where you left off. When you are done entering or editing text, click anywhere outside the text block.

Pokémon Project Studio and text tools allow you to perform a Spell Check and use a Thesaurus. These commands are located on the **Tools** menu.

Changing the Look of Your Text

When working in a text block, you can change the look of your text by highlighting it and clicking any of the buttons on the **Text** toolbar.

Word Balloons

In order to activate the word balloons, you must have a text block already placed on your desktop and it must be opened. You can then click the **Word Balloons** button on the **Text** toolbar and select from a variety of word balloon shapes to type text in.

Inserting Background Effects

You can add a backdrop or change a panel color in your project.

Selecting or Changing Backdrops

To apply or change a backdrop:

1. Select **Background Effects** from the **Object** toolbar and click **Backdrop** from the choices that appear to display the **Select a Backdrop** dialog box.
2. Select a backdrop to add to your design or to replace the existing one.
3. Click **OK** when your design is set. You can also double-click a background to add it to a page.

To remove a backdrop, select **Background Effects** from the **Object** toolbar and click **Remove Backdrop** from the choices that appear.

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Selecting a Background Color

You can add or change a background color, and select the blend style. Select **Background Effects** from the **Object** toolbar and click **Background Color**. The extended Color Palette appears, giving you a variety of color choices and blend styles.

Adding Borders, Lines, and Photo Frames

To choose a full panel border, decorative line, or photo frame:

Select **Insert Border/Line/Frame** from the **Object** toolbar and click one of the options.

Importing a Photo

With **Pokémon Project Studio** it's easy to bring in your own photos to use in your projects. You can import photos in these formats: BMP, TIFF, WMF, JPEG, FlashPix, PNG, and Photo CD.

NOTE: **Pokémon Project Studio** can import TIFF images, but not ones using the LZW compression.

To import a photo:

1. Select **Photo Toolbox** from the **Object** toolbar and click **Import** from the choices displayed.
2. Select a graphic file format from the **File of Type** list, if needed.
3. Scroll to the directory that has the image you want to import.
4. Click an image file name. If available, a preview appears in the preview area.
5. Click **OK** to import the image. The image appears centered on your panel.
6. Move and resize the image to where you want it on the page.

TWAIN

If your scanner or camera is TWAIN compliant, you can import an image directly into your project by clicking the **Acquire** command on the **File** menu. This will open your scanner or camera's imaging software. Once you have completed the imaging operation you will be returned to the Design Desk and your image will be placed in your project. (If you have more than one imaging device hooked up to your computer, first select the desired device by using the **Select Image Source** command on the **File** menu.)

- ◆ After importing a photo, click the **Photo Toolbox** button on the **Object** toolbar, and then choose the desired effect.

- ◆ When you click the desired effect, the corresponding dialog box is displayed.
- ◆ Most special effects also work on Pokémon graphics, headlines, and text blocks.
Select the object by clicking on it to make the special effects available.

NOTE: Changes you make to an image in the Photo Toolbox will not affect the original image on disk or CD-ROM.

Working with Objects

Pokémon Project Studio offers different types of features that allow you to design and edit your project just the way you want it.

Selecting Objects

- ◆ Move the arrow pointer over an object and click it. A frame and resizing handles should appear. If they don't appear, make sure you are clicking directly on the desired object.
- ◆ To select multiple objects, click the first object to select it, then press the **Shift** key and click additional objects.

Moving Objects

To move an object:

- ◆ Click the object and drag it to another place in the work area.
- ◆ You can also use the arrow keys on the keyboard. Each time an arrow key is pressed, the selected object moves in the designated direction.
- ◆ Undo a move immediately by clicking the red **Undo** arrow on the **Standard** toolbar.

Changing the Size and Proportion of Objects

To change the size of an object:

- ◆ Click the resizing handle on the object's corner and drag it outward to make the object proportionately bigger, or drag it inward to make the object proportionately smaller.

To change the proportion of an object:

- ◆ Click the resizing handle on the object's top or bottom and drag to make the object longer or shorter.
- ◆ Click the resizing handle on the object's side and drag it inward to make the object narrower, or outward to make it wider.
- ◆ For text blocks, hold down the **Ctrl** key as you drag the corner handles to maintain the proportion.

Rotating Objects

It's easy and quick to rotate an object.

1. Click the object to select it, then click the rotate handle (on the outside of the object).
2. Rotate the handle in the direction you want the object to go.

or . . .

1. Click an object to select it.
2. Click **Rotate** on the **Arrange** menu and select one of the options.

You can rotate a group of objects by selecting all those you want to group and dragging the rotate handle of any selected objects.

Changing the Order of Objects

Place any object on top of or behind another object. The exceptions are the backdrop (it's always the bottom layer), and the border (it's always the top layer).

To change the order of objects on a panel:

1. Click an object to select it.
2. Click the **Layer** command on the **Arrange** menu and select one of the options:
 - ◆ Bring Forward – to bring the selected object one level forward.
 - ◆ Bring to Front – to bring the selected object to the top layer.
 - ◆ Send Backward – to send the selected object one level backward.
 - ◆ Send to Back – to send the selected object to the bottom layer.

The ability to change the object order is very useful for photo album projects. You can place a photo frame graphic over your photographic image, or layer your photos in a collage style.

Locking Objects

If you want to keep a selected object in place, use the **Lock** command to stop it from getting rotated, flipped, scaled, resized, moved, deleted, or ordered.

To lock an object:

1. Click on an object to select it.
2. Click **Lock** on the **Arrange** menu. The control handles on a locked object change from black to white (hollow).
3. To unlock an object, select it and click **Unlock** on the **Arrange** menu.

Placing a Box or Frame Around an Object

You can place a box or frame around most objects (except a border or a line).

To add a box or frame around an object:

1. Click an object to select it.
2. Select **Photo Toolbox** on the **Object** toolbar and click the **Apply Box** button from the choices that appear.
3. Click a frame style.
4. Click the **Color** button to display the Color Palette and make color changes.
5. Click **OK**.

Photo Toolbox and Special Effects for Objects

You can apply special effects around your objects, including a drop shadow, a radiant glow, or special edge effects. Your object must first be selected before you can access these effects. Click the **Photo Toolbox** button on the **Object** toolbar and choose the desired effect.

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Stickers

Pokémon Project Studio allows you to print different stickers on a single page. When working on a sticker project, you will see the sticker you are working on at the left side of the Design Desk and a preview of the entire page on the right side of the Design Desk. If you select another sticker in the preview, that sticker will appear on the left side of the Design Desk.

To copy stickers:

1. Click on the sticker you would like to copy.
2. Click the **Copy** button in the preview area.
3. Click on the area of the page in the preview where you would like to copy the sticker.
4. Click the **Paste** button in the preview area. If you will be pasting over an existing

sticker, a warning box will appear. Click **OK** if you want to erase your old sticker and paste the new one.

- ◆ If you would like to create a page where every sticker is of the same design, click on the sticker you would like to copy, then click the **Copy to All** button. Note that this operation will copy over any other stickers you have on the page.
- ◆ If you would like to erase an individual sticker, click on it to select it, then click the **Remove** button.
- ◆ When printing stickers, click **Print** on the **File** menu to open the **Print** dialog box. By default all stickers will print. If you wish to print only a few of the stickers, click those stickers in the preview while holding down the **Ctrl** key.

Printing in *Pokémon Project Studio*

When you are ready to print your project,

- ◆ Click **Print** on the **File** menu.

The **Print** dialog box appears listing all printing options.

- ◆ Select the right one for your project, then click the **Print** button to start printing.

In all the **Print** dialog boxes, you will find:

- ◆ **Printer Name:** A drop-down list of available printers.
- ◆ **Properties button:** Displays the selected printer's **Properties** dialog box.
- ◆ **Preview area:** Displays your project as it will print on paper.
- ◆ **Number of Copies spin box:** Enter the number of copies you want to print, up to 200.

Various types of projects will have additional printing options in the **Print** dialog box:

Printing Signs

Poster Size: The options are 1 by 1, 2 by 2, 3 by 3, and 4 by 4. This will give you the option to print your design over multiple pages. You can then put them together to make a poster.

Printing Postcards

Postcards require printing on both sides of the paper. After you print one side, you are then prompted to print the other side. Depending on your printer, you may need to reinsert the paper to print the other side. You should do a practice print first to familiarize yourself with how your particular printer operates.

The **Postcard Print** dialog box contains many of the standard attributes, and a few more that are necessary to print postcards.

- ◆ **Crop Marks** – Select this check box to print crop marks on the page. If you're printing on plain paper, you may want to print crop marks so you know where to trim the postcards.
- ◆ **Front and Back buttons** – Specify whether to print the front or the back side of the postcard.
- ◆ If you want to print only one of the postcards on the sheet, click on the one you want to print in the preview area.

NOTE: When using postcard stock, it's always best to do a test print on regular paper.

Printing Stickers

By default, the entire page of stickers will print.

You can also print one or a selected number of stickers. Click one of the stickers, or hold down the **Ctrl** key and click to select several of the stickers in the preview area, and then click **Print**.

Printing Trading Cards

Cards print 10 to a sheet. You can print the cards directly onto business card stock or print them on plain paper and cut them out. You can print one or a selected number of cards. Click one of the cards, or hold down the **Ctrl** key and click to select several of the cards in the preview area, and then click **Print**.

Printing an Envelope

Pokémon Project Studio selects appropriate settings for your printer. Test the printing for your envelope on a piece of paper. If your envelope is not printing correctly, click the **Change Position** button to display the **Change Position** dialog box where you can specify how the printer will accept envelopes as indicated in the diagrams:

Lengthwise – left, center, or right

Widthwise – left, center, or right

Printing Crafts

Tattoos, Decals, Keychains, Necklaces, and Bracelets

These projects use special Avery creative products included with this product.

Pokémon Project Studio selects appropriate settings for your printer. Test the printing for your craft on a piece of plain paper. If your craft is not printing correctly, click the **Change Position** button to display the **Change Position** dialog box where you can specify how the printer will accept the paper stock as indicated in the diagrams: left, center, or right.

Precision Print Alignment

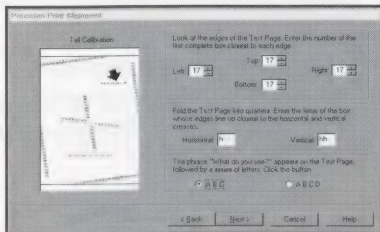
On the **File** menu, click **Precision Print Alignment** to display the **Precision Print Alignment** dialog box with calibration results. The test sheet will show whether **Pokémon Project Studio** has the correct information regarding the printable area for the printer.

You answer questions about your printer and paper size, and then **Pokémon Project Studio** displays the results for **Tall** and **Wide Calibration**.

The printed calibration sheet gives you accurate information about the printer to update. Using the results from the printed calibration sheet, enter the requested information in the **Calibration Results** dialog box.

Several calibration tests are run and the results appear on the sheet. These are:

- **Test 1**—Gives you the exact printable area for the selected printer. Enter a value for **Top**, **Bottom**, **Right**, and **Left** sides. Review the series of squares along each side and enter the lowest square value that printed with all four sides visible.
- **Test 2**—Lets you determine the precise center of the page. Fold the sheet into quarters and indicate the squares that lie within the crease of the page.
- **Test 3**—Asks you to indicate what is on their sheet—ABC or ABCD. You can detect whether the printer handles bitmaps correctly and whether you have a problem with text running across page boundaries.



How to Contact Technical Support

If you have questions about **Pokémon Project Studio**, please refer to the Troubleshooting Section of the ReadMe file.

If you do not find an answer to your question, The Learning Company has provided a wide variety of Technical Support and Customer Support options. It will be very helpful if you can tell us your computer make and model. If possible, be positioned in front of the computer and have the computer turned on when you call. Please also be prepared to give us a detailed description of what happens when you try to run the program. You can contact us in any of the following ways:

- ◆ Internet – You can submit an online support request form through our World Wide Web site at <http://www.learningco.com> and click on **Support**.
- ◆ Email – support@learningco.com
- ◆ Phone – (319) 247-3333 Monday, Tuesday, Thursday, Friday, 9:00AM to 9:00PM; Wednesday 10:30AM to 9:00PM; Saturday 10:00AM to 2:00PM (All times Eastern Standard Time)
- ◆ Fax – (319) 395-9600, 24 hours a day
- ◆ Mail – Send correspondence to: The Learning Company, Attn: Pokémon Project Studio, 1700 Progress Drive, Hiawatha, IA 52233-0100

Credits

Executive Producer

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Producer

Mimi Leinbach

Associate Producer

James Byers

Technical Design/Lead Engineer

Brad Nelson

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Michelle Graham

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Marcela Evans

Eric Falk

Michelle Graham

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Ted Pratt

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Chris Silagy

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Melinda Porter, VP, Marketing

Cammy Budd, Licensing Specialist

Special Thanks:

Game Freak

Creatures

ShoPro



To make all 151 Pokémon, get Project Studio **Red Version!**

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